

ALPHA anywhere

Alpha 101: Core Alpha Anywhere Development

DESCRIPTION

The goal of this course is to introduce you to the Alpha Anywhere development environment and help you become proficient at building business apps. You'll get out of the textbook and building real-world apps quickly, leaving the course with your first working business app.

EXPECTATIONS & GOALS At the end of this course you will be able to build a full-featured Alpha Anywhere solution and deploy that solution to a server running Alpha Anywhere Application Server or in the cloud. The course will touch on all of the core features of the Alpha Anywhere development and deployment environment and show you how to tie those parts together into a working application. The course will also introduce you to mobile app development.

REQUIRED MATERIALS



The following are the required materials to be able to complete this course:

- · Windows 7 or greater development machine.
- Alpha Anywhere Development System Version 4.2 or greater.
- Alpha Anywhere Application Server hosting environment. (Zebrahost or on-premise)
 Version 4.2 or greater.

Contact Us

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DAY 1

Introduction To Alpha Anywhere Desktop Web Development

- Opening Session
- Setup and Verification
- Course Review/Objectives
- · Module: Connection Strings
- · Module: UX Component Automatic Build
- · Module: UX Component Manual Build
- · Module: UX Component Structuring and Formatting
- · Module: Field Validation
- · Module: Grids Part 1
- · Module: Grids Part 2
- · Module: Linked Grids
- · Module: A5W Pages
- · Module: Reporting

DAY 2

Introduction To Alpha Anywhere Desktop Web Development (Cont.)

- Module: Advanced Reporting
 - · Module: Tabbed UI
 - Module: Style Builder Quick Intro
 - · Module: UX Advanced Layout Techniques
 - · Module: Validation Review
 - Module: Client Side Properties
 - · Module: Action Javascript
 - · Module: Security Framework Introduction
- Module: System Personalization (Session Variables)
- · Module: Security Components

DAY 3

Advanced Alpha Anywhere Desktop Web Development/Intro To Mobile

- Module: Charting Built In Tools
- Module: Charting 3rd Party API
- Module: Mapping Grid
- Module: Mapping UX Component
- Module: Email Integration
- Module: File Upload/Download
- Module: Embedded Grid in UX Filtering/Live Linking
- Module: Ajax Callback
- Module: Xbasic Debugging Techniques
- Module: Web Services Integration Demonstration